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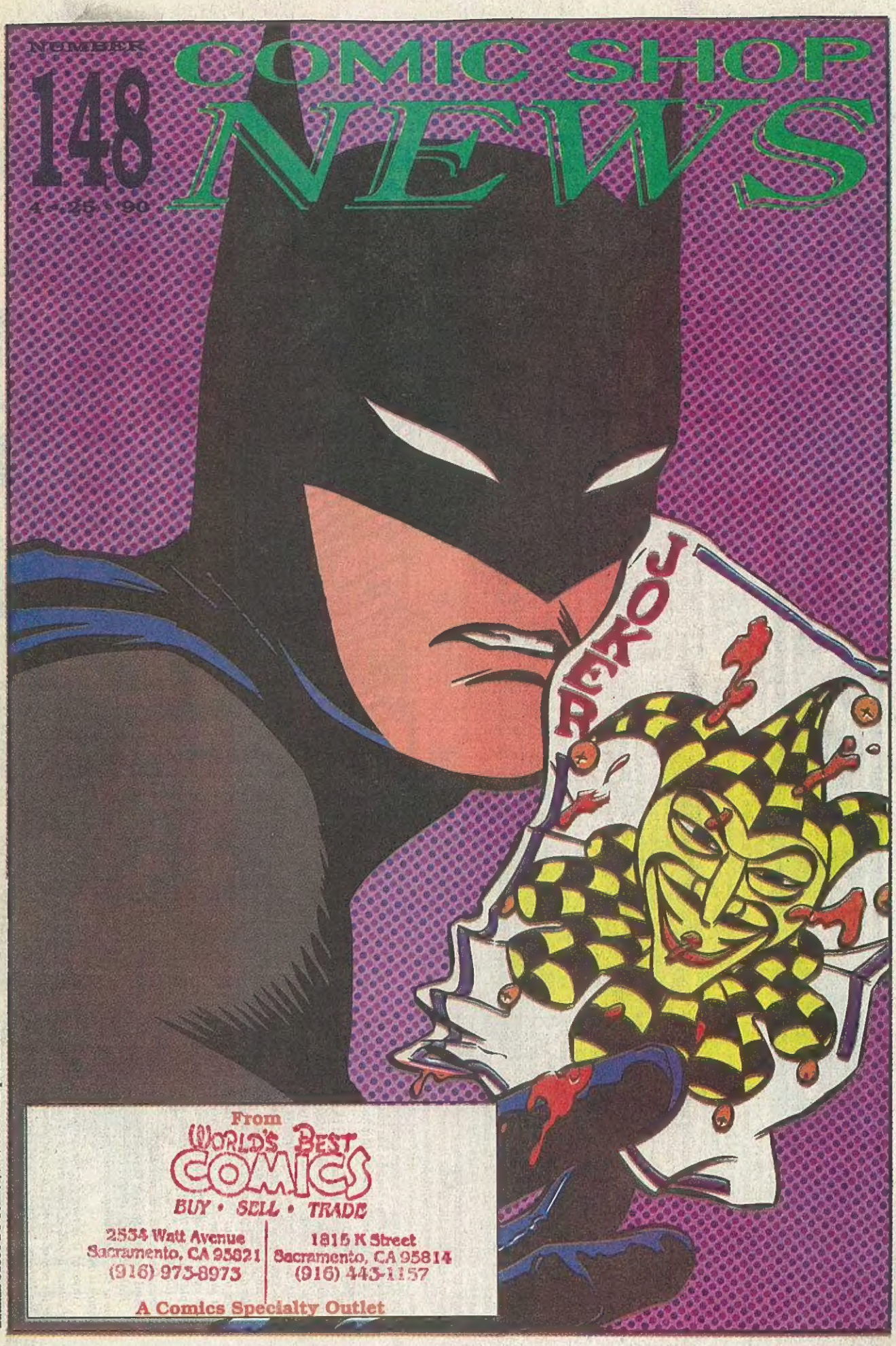
COMIC SHOP NEWS



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Batman ©1990 DC Comics, Inc. Used with permission

Art: Steve Rude Color: Ward Batty

Elves Do Double Duty

Wendy Pini's ***Elfquest*** fans have lamented the long absence of new ***Elfquest*** material; their lamentations should come to a sudden end in June, though. Not only will Warp Graphics be releasing the first issue of an all-new ***Elfquest*** ongoing series that month, but they will also premiere their adaptation of Piers Anthony's ***Xanth Graphic Novel #1: Return to Centaur,*** which has an ***Elfquest*** connection all its own.

Elfquest: Kings of the Broken Wheel #1 by Wendy and Richard Pini picks up where ***Elfquest: Siege at Blue Mountain*** left off. Troubles are looming that will change the elves' lives forever. One of the Wolfriders' most stable characters will be forced to make critical decisions as a result of the events of ***Siege at Blue Mountain***. This new storyline will take the elves though space and time on an ultimate quest.

Elfquest: Kings of the Broken Wheel is scheduled for bi-monthly release. Each issue will be published in the black-and-white magazine format originally used for the first Elfquest series, and will carry a $2 pricetag.

Return to Centaur, a three-part adaptation of the next Xanth novel by award-winning author Piers Anthony, is a joint effort by scripter Richard Pini and artist Dennis Fujitake. In ***Return to Centaur***, a flying centaur foal has been stolen. This centaur foal is quite important, however: he is the object of a prophecy naming him as the one to change the history of Xanth! Also involved in the storyline is a strange elf who speaks of some unheard-of "World of Two Moons." This Elfquest-crossover series will be by blished in three eighty-page prestige-format full color books; each issue of ***Return to Centaur*** will be priced at $9.95. Incidentally, the adaptation will appear in comic shops before the release of the novel on which it is based!

by WAYNE LEE

DC Adds Archie Heroes to Line-Up

DC Comics has reached an agreement with Archie Comics to bring the Archie superheroes back to monthly comics once again. ***The Fly, the Jaguar,*** and ***The Hangman*** will be returning to comics along with other new series. DC is aiming these new books at a slightly younger audience, so they will be all-ages adventures. Right now, DC plans to release three to five titles per month in the standard comics format.

Fans may recall that Archie had made plans last year to revive these heroes in a more adult line, but those plans were abruptly cancelled when the powers-that-be at Archie felt that they might conflict with the Archie image. DC will *not* make use of any of the material done for that line of comics; their material will be created especially for their Archie-heroes line. ***CSN*** will bring you more information on these new additions to the DC line as soon as it becomes available.

NUMBER 148 4 • 25 • 90

COMIC SHOP NEWS™

From

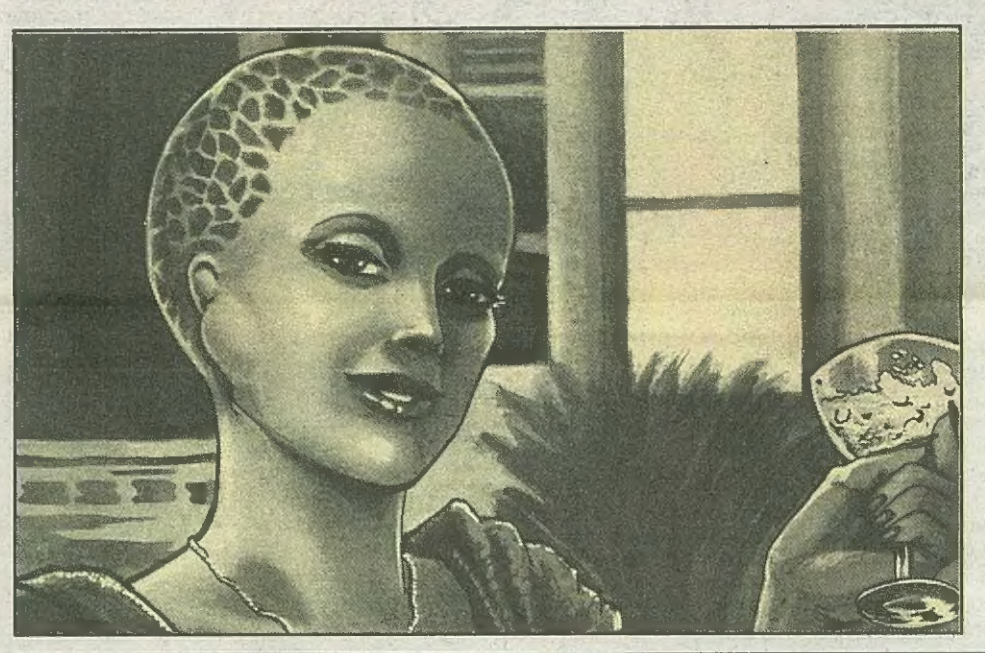
A Comics Specialty Outlet

Alien Nation Won't Alienate Fans of Television Series or Film

When 20th Century Fox's ***Alien Nation*** was released a couple of years ago, the film received only a moderately enthusiastic response; while it had its fans, it didn't exactly sizzle in the box office. ***Alien Nation*** might have been forgotten if it hadn't been for the Fox television network. Fox added an ***Alien Nation*** television series to its Monday night network--and lo and behold, it became one of the best-rated Fox series so far! Even more surprising, the series was praised for showing a great deal of imagination in creating a believably complex background for the Newcomer race.

As imaginative as the television series might be, though, the editors and publishers of Adventure Comics are convinced that the story of the Newcomers can be taken even further. They intend to do just that with three new limited series, the first of which will debut this July.

"***Alien Nation*** is one of the highest-rated shows o the Fox Network and one of its biggest success stories," Adventure publisher Dave Olbrich said. Adventure feels confident that some of that audience will be intrigued by the comic book limited series, which offer further



information about the Newcomers and their relationships with humans.

The initial four-issue limited series will be entitled ***Alien Nation: The Spartans.*** It will focus on a subversive group determined to prepare Earth for a full-scale war with the Newcomers. "It has a lot of survivalist paranoia," writer Bill Spangler said. "***Alien Nation: The Spartans*** will also address some of the complex questions around the Newcomers' existence." James Tucker will illustrate the limited series; covers will be supplied by David Porch, Madman, and John Tobias.

The second limited series, written by Steve Jones and illustrated by Stan Timmons and Jimmy Palmiotti, will be more in line with the television series and the film. "Two cops--one alien, one human--tackle Los Angles crime of the future as part of a larger Newcomer task force," Jones said. "But their investigations lead them to a pending crime of diabolical proportions--one with a Newcomer mastermind."

The third limited series is untitled currently; Adventure will release more information on it as soon as final contracts are signed.

by KIM B. PEARSON

Grimjack Has a Major Problem

Grimjack just can't seem to get rid of the Mafor. He's already killed him once--and the Major came back to return the favor. Now, in the pages of ***Grimjack #75***, the Major is back again--and Grimjack discovers that the only way to destroy his nemesis is to free the Major's cursed soul.

Grimjack #75 features the final confrontation between Grimjack and the Major in a special 32-page story written by John Ostrander with a plot assist by Kim Yale. To illustrate this major battle, First Comics has called on a trio of Grimjack artists: current fanfave Flint Henry is joined by veteran Grimjack illustrators Tom Sutton and Tom Mandrake. The 56-page ***Grimjack #75*** will also include a foldout mapposter of Cynosure illustrated by Hilary Barta; "The Genesis of Grimjack," which traces the development of Grimjack from Lenin Delsol's initial rendering of Cynosure and John Gaunt through early Tim Truman character sketches to an unpublished female version of Grimjack; and "Youngblood," continuing the story of John Gaunt's early years by Ostrander, Yale, and Pugh. The 56-page perfect-bound ***Grimjack #75***, priced at $5.95, is set for June 28th release.

by CLIFF BIGGERS

World's Finest Has Prestigious Parentage

World's Finest, a steady seller for DC for the better part of fifty years, rarely had "big-name" creators for its storylines. When the new World's Finest limited series debuts in June, though, it'll bear the names of some much more prestigious "parents."

World's Finest, a three-issue limited series, is written by a man better known thus far in his career as an artist. Dave Gibbons, the artist whose work brought ***Watchmen*** to life and who is lending his artistic talents to the upcoming Dark Horse series ***Give Me Liberty,*** is introducing his *writing* talents to American fans for the first time in this series. He is joined by Steve Rude, an artist who has been acclaimed for his strong sense of graphic design and unique illustrative style. Rude's pencils will be inked by Karl Kesel; the final coloring is being supplied by Steve Oliffe.

World's Finest focuses on the similarities that lie beneath the very different personalities of Superman and Batman. Superman is the epitome of idealistic heroism; Batman is the darker side of the human desire for justice. Both, however, share one very poignant trait: they are orphans whose very existence as we know it is dependent up on their parents' deaths.

In ***World's Finest***, Batman and Superman are brought together because of another alliance--an alliance between the Joker and Lex Luthor. Luthor and the Joker are working to gain control of an orphanage between Gotham City and Metropolis. Their scheme to manipulate the lives of orphans brings two other orphans--Superman and Batman--into the picture.

Rude's rendition of Superman and Batman harken back to the earliest days of the heroes' existence; this is the essential Superman and Batman in an essential story that builds upon their superhero motivations.

World's Finest, a three-issue prestige format monthly mini-series, is set for mid-June debut. Each issue of the series will be priced at $3.95.

by ALEX KIRKLAND

NEWSBRIEFS

CONCRETE FINDS WORK IN ODD JOBS

Everyone is clamoring for all-new issues of **Paul Chadwick's** ***Concrete***--and Dark Horse is hearing your requests, honest! While they aren't quite ready to release an all-new ***Concrete*** series, they do have some new Concrete pages appearing in ***Concrete: Odd Jobs***, another collection of classic Concrete tales. This 64-page book features tales of Concrete's efforts to find a use for the strange stone body in which he is imprisoned. Chadwick is preparing a new full-color painted cover in addition to the new interior pages done for this book. ***Concrete: Odd Jobs*** is priced at $3.50, and is set for June release.

IT ISN'T ENVY THAT'S MAKING HIM GREEN...

The Incredible Hulk was one of Marvel's most overlooked titles a few years ago. Writer Peter David and a series of top-notch artists have seen to it that the Hulk has regained his lofty position in the top echelon of Marvel comics, however.

Peter David initially excited fans by bringing back the original gray Hulk, equipped with a respectable level of intelligence and a really lousy attitude. Now, just when it seems like the gray Hulk is here to stay...

You guessed it: it's time to think green.

Incredible Hulk #372, on sale June 21st, brings back the ever-popular green Hulk, courtesy of **Peter David, Dale Keown,** and **Bob McLeod**. That's not the only strong point of this issue, though; it also reunited Bruce and Betty! Bruce has tracked Betty to a small town in Connecticut, where he discovers that she's joined a nunnery. At first, Bruce intends to step out of Betty's life forever; subsequent discoveries lead Bruce to believe that there might be hope for the two of them yet, though. But then Prometheus appears, and he has something a little less pleasant in mind...

What's Bruce to do? Well, he can certainly get angry--and that's just what he does. When Bruce gets angry, though, Bad Things Happen... Let's not give any more away, shall we? You can find out for yourself in ***Incredible Hulk #372***!

NOW'S THE TIME FOR HUMOR

Now Comics has already garnered a great deal of attention for its new serious titles like ***Green Hornet*** and the upcoming ***Alias***; the company hasn't forgotten its humor audience, though. Now has two new projects with a decidedly humorous focus set for late June release; one will be an ongoing monthly series, while the other is a three-issue miniseries.

Bats, Cats, and Cadillacs is a monthly horror-humor title created by **Tony Caputo, Diane Piron,** and **Hannibal King**. The book is the story of a wealthy quartet of adventurers who live the rich life in the penthouse suites of Croesus Towers. These aren't your typical ritzy-penthouse inhabitants, though; Rich is a were-rat, Ian's a were-cat, and Teresa's a vampire. Don, their relatively normal neighbor, is an insomniac who joins in with them, cruising the city in search of evil. **Diane Piron** is the writer of ***Bats, Cats, and Cadillacs***, which will be illustrated by **Hannibal King**. Mel Mudd, the detective-star of Now comics "The What Now Caper" videotape, will become the star of his own three-issue miniseries this June. ***Mel Mudd*** is a mystery spoof that takes its hero, private eye Mel Mudd, deep into the comics world to solve his rather offbeat cases. **Gordon Morrison** will be the artist on ***Mel Mudd***; Now has not announced who will write the new series.

MAIL FROM THE FUTURE

DC's latest series of postcards features a dozen-and-a-quarter cards starring the ***Legion of Super-Heroes*** by **Keith Giffen** and **Al Gordon.** The new cards feature Ultra Boy, Cosmic boy, Chameleon Boy, White Witch, Lightning Lass, and others. The cards are colored by **Tom McCraw**. Each set is priced at $8; if you remember how quickly the earlier sets of ***Justice League*** cards sold out, then you'll know why you should be sure to reserve these with your local comics shop as soon as possible.

LONELY DAYS, LONELY KNIGHTS

Marvel Fanfare #52 may seem like a special bonus book for fans of the upcoming **Roy Thomas/Rich Buckler** ***Black Knight*** mini-series. This issue of ***Marvel Fanfare*** will begin a three-part all-new Black Knight storyline written by **Steven Grant** and illustrated by **Scott Hampton** and **Ernie Chan.** The three-parter is set in the Crusades, and involves the sort of medieval action you could expect from a character named The Black Knight. Each issue of the three-part storyline will be priced at $2.25.

AN EYE FOR AN EYE AND A TOTH FOR A TOTH

Caliber has made a minor change in the line-up for its upcoming ***Buried Treasure #1***. The **Alex Toth** romance story announced for that issue has been replaced--by a different Alex Toth romance story! While readers aren't really losing anything, since the trade is a Toth for a Toth, Caliber is still throwing in a bonus piece to make up for the change--a two page **Frank Frazetta** story has been added to the line-up. ***Buried Treasure #1***, a 48-page anthology book, will feature a Fargo Kid cover by **John Severin** with color by editor **Greg Theakston**.

THE SLAYER IS SLAINE

Slaine The Horned God, the graphic novel by **Pat Mills** and **Simon Bisley,** presents the first part of Slaine's quest to become the Horned God. Readers of this graphic novel realize that the story is far from finished, however; in fact, the middle part of the ***Slaine the Horned God*** Trilogy is set for July release from Fleetway-Quality. This second graphic novel brings Slaine into conflict with the current holder of the title of Horned God, The Lord Weird Slough Feg. Old Slough has had a couple of millennia of experience as the Horned God, and he's not too keen to pass the job along to its next holder. There's a bloody battle on the horizon--which is fine with Slaine, because he loves blood!

Pat Mills, the writer of ***Slaine the Horned God Volumes One and Two***, is well known to American audiences due to his work on ***Marshal Law.*** **Simon Bisley**, the artist of the series, has been acclaimed for his painted cover work on ***Doom Patrol*** and ***Hellraiser***.

Slaine the Horned God Volume Two, a 64-page full-color graphic novel, will be priced at $7.95.

DAREDEVIL HAS A GUEST STAR

Daredevil #283, on sale June 7th, has guest stars in both the Marvel Universe and the real world. In the Marvel Universe, Captain America guest-stars in this story that unites the two heroes to help defend one man's right to the American Dream. In the real world, guest star **Mark Bagley,** the hot new artist of the upcoming ***New Warriors*** series, pinch hits on the pencilling honors for this single-issue storyline written by regular Daredevil author ***Ann Nocenti.***

TWO FACE GETS TWO DATES

Batman Annual #14 features the reintroduction of Two-Face. Appropriately enough, this issue has also been rescheduled, so it has now had *two dates*: the original March release date has been changed to May 31st.

Incidentally, this **Andy Helfer-Chris Sprouse** ***Batman Annual*** also has one other major attraction in its favor: it will feature an all-new **Neal Adams** cover. This will be Adams' first Batman work in many years--although he is already at work on a ***Batman-Green Arrow*** prestige-format special he's producing along with **Denny O'Neil** and **Dick Giordano**.

KAMUI'S JOURNEY LONGER THAN EVER BEFORE

When ***Kamui*** fans take a look at Viz's ***Legend of Kamui: The Island of Sugaru*** this summer, they may wonder why this work seems a bit different from the Eclipse version they saw a few years ago. Viz Comics' **Chris Juricich** explains what the difference is in this edition of the **Sanpei Shirato** ninja saga. "It's a beautifully drawn book, and this time we've included 63 new pages of art which really clarifies the plot and actions of the characters."

Legend of Kamui: Island of Sugaru Part One, set for late July release, will feature 263 interior black and white pages--and Viz is convinced that this is the way the ***Kamui*** saga should be read. "This is a book that deserves to be read in one long sitting," Juricich said, "just to appreciate the flow, the art, and the great characters as the plot gradually develops." The graphic novel will be priced at $16.95.

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NEWSBRIEFS

SANDMAN MAKING WAVES AT DC

DC's ***Sandman*** book is developing quite a following--and when an upcoming article on comics appears in ***Rolling Stone*** in late April, you can be sure that the book will pick up some more fans. That's why DC is rushing a ***Sandman*** trade paperback into production; the 256-page book will reprint the entire "Doll's House" storyline from Sandman #8-16, as created by **Neil Gaiman, Mike Dringenberg,** and **Malcolm Jones**. This storyline reveals some details on Sandman's past life as well as some "friends" and family. This hefty trade paperback will be priced at $12.95, and it should be appearing at almost the same time this issue of ***CSN*** hits the stands.

PUNISHER DOES THE TEXEIRA TWO-STEP

When the Punisher has to face the evil Jigsaw and a pair of wild street gangs in Punisher this summer, he gets some pretty capable assistance artistically. **Mark Texeira**, the fan-fave whose work has been exciting fans of ***Stalkers*** and ***Ghost Rider*** (where he inks Javier Saltares' pencils), will be illustrating the six-part biweekly ***Mike Baron*** storyline "Jigsaw" that appears in ***Punisher #35-#40.***

Actually, Texeira won't take over the art on the title until the second installment. Meanwhile, you can see Saltares and Texeira present their own version of the Punisher in ***Ghost Rider #5,*** on sale in mid-July.

RIGHTS OF SPRING?

Following the eternal pattern winter gives way to spring, life returns renewed and, of course, that can mean but one thing: time for the annual ***CBG Fan Awards*** balloting. Below, for your voting pleasure, is this year's ballot. Be sure to read the rules as incorrect ballots will not be counted.

Need it be said again this year that ***Comic Shop News*** is eligible for Category 14? There's a free issue of ***Comics Buyer's Guide*** in it for you, so vote early ~~and often.~~

BACK WHERE HE STARTED FROM

Steve Ditko first entered the comics field doing backgrounds for ***Captain 3-D*** in 1953. Now, 37 years later, Ditko is back in 3-D again--but this time, he's the star creator of the book. ***3-D Substance,*** a June release from 3-D Zone, will feature a new adventurer-hero especially created for this 3-D comic by writer **Jack Harris** and artist Steve Ditko.

"At last I get to convert Ditko art to dimension," said **Ray Zone**, publisher of ***3-D Substance.*** "I've been a huge fan of his work for years, and it is a thrill and an honor for me to announce ***3-D Substance.***"

3-D Substance features a hero who makes use of invisibility to battle crime in a world of legal technicalities. Jack Harris, the author of ***3-D Substance,*** says, "Working with Steve Ditko has always been a 'radical' experience and thoroughly enjoyable. He holds a unique position in the realm of 'bold concepts.' Ray Zone occupies a similar position in the world of 3-D. Working with both these gentlemen simultaneously generates a creative synergy beyond compare."

3-D Substance, a 24-page 3-D comic with a full-color cover, will include free 3-D glasses; it will be priced at $2.95.

WHO'LL ROBOCOP PIN THIS ONE ON?...

Robocop II will be debuting in theaters everywhere in June--but the cyborg hero can make his debut on your shirt, hat, or other article of clothing a bit earlier. Dark Horse has signed an agreement with Orion Pictures to produce ***Robocop*** cloisonne pins; the first pin will appear in early June, while the second pin will appear at about the same time as the film is released. Each pin is about 1" tall and is priced at $6.95--you might want to let your local comic shop know you want one so that you don't miss out...

X-MEN HEADING LEE-WARD

No, not *Stan Lee,* **Jim Lee**. Starting this fall, Jim Lee is set to take over as new regular artist on the best selling ***X-Men.*** Lee's stunning rendition of these popular mutants can be seen in issues 256 to 258 of ***X-Men,*** as well as on many covers. Lee first rose to the public's eye in the pages of ***Punisher War Journal.*** He was the artist on the widely acclaimed *Punisher/ Wolverine* story that appeared in those pages. Lee's dynamic art is sure to bring added attention to what is already one of the hottest books going.

The first **Chris Claremont-Jim Lee** storyline involves the Black Widow teaming-up with fellow espionage type Wolverine to take on the combined forces of Baron Strucker and Hydra. If you don't know how much fun that can be, go check out ***What If 7,*** which featured a similar story. This one, however, isn't a what-if? adventure--instead, it's the real thing.

WORDSMITH ARTIST BECOMES WORDSMITH IN HIS OWN WRITE

R.G. Taylor, the artist of the critically acclaimed ***Wordsmith*** series, will try his hand at writing in the pages of ***Caliber Presents*** in the near future. Taylor will illustrate at least one story per issue beginning with ***Caliber Presents #11;*** he will write many of these tales himself. ***Caliber Presents #13*** will feature an R.G. Taylor cover spotlighting his interior story, "The Synergist."

COMICS INTERVIEW PRESENTS THE MILLER'S TALE

Frank Miller fans may want to put in their reservations now: ***Comics Interview #82,*** set for June release, will feature a lengthy interview with Frank Miller. In this issue, Miller will talk in detail about ***Robocop II,*** the film for which he wrote the screenplay; ***Elektra,*** the graphic novel he recently completed for Marvel; and his two dark horse projects, ***Hardboiled*** and ***Give Me Liberty.*** ***Comics Interview 82*** is priced at $4.50 and should be on the stands at just about the same time ***Robocop II*** is released.

Comics Buyer's Guide Fan Awards for 1989

Welcome to the ***CBG*** Fan Awards. ***Comics Buyer's Guide***, a weekly newspaper devoted to the world of comic books, sponsors these awards to let you, the readers, tell the world which comic books are your favorites. Just fill out the ballot and send it to the address below.

1. **Favorite Editor** _____
2. **Favorite Writer** _____
3. **Favorite Penciller** _____
4. **Favorite Inker** _____
5. **Favorite Colorist** _____
6. **Favorite Letterer** _____
7. **Favorite Cover Artist** _____
8. **Favorite Comic-Book Story** _____
9. **Favorite Comic Book** _____
10. **Favorite Limited Comic-Book Series** _____
11. **Favorite Original Graphic Novel or Album** _____
12. **Favorite Reprint Graphic Novel or Album** _____
13. **Favorite Character** _____
14. **Favorite Publication about Comics** _____

Only material with a 1989 cover date can win. Votes for projects that did not have a 1989 publication date will not be counted.

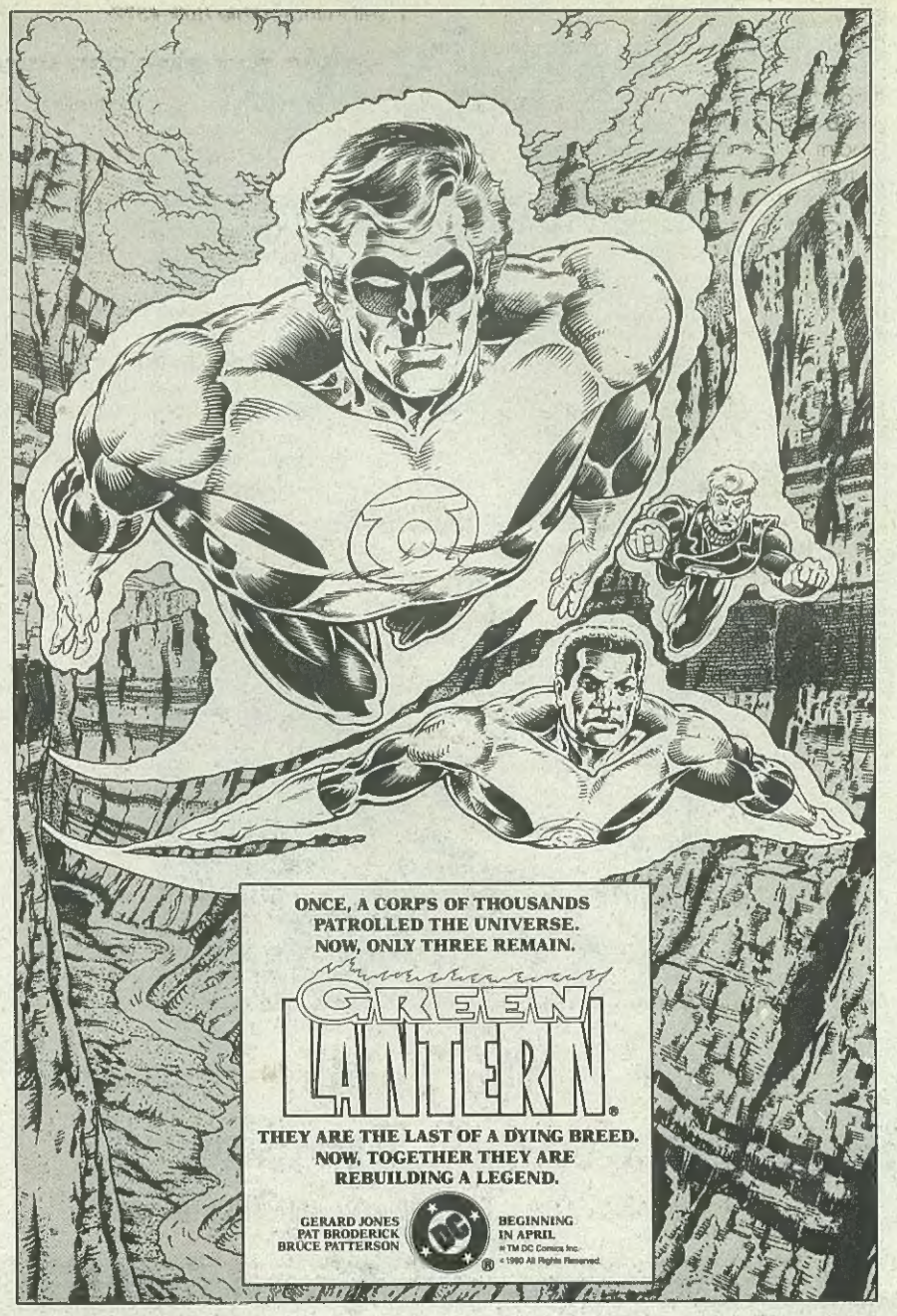
Copy this ballot and give it to your friends, so they can vote, too. ***Anyone who loves comics can vote*** — but only vote ***once.*** If you vote more than once, all of your votes will be thrown out. Vote only in the categories you want and ignore any you don't. ***Comics Buyer's Guide*** is not eligible for Category 14.

Every voter in the United States will get a **free copy** of ***Comics Buyer's Guide*** #872, dated Aug. 3, 1990, unless you already have a current or expired subscription to ***CBG.*** That issue will carry the list of winners! Votes from other countries will be counted, but we regret that free copies of ***CBG*** can't be sent, unless your vote is accompanied by $2 in U.S. funds to cover handling and shipping. Mail your ballot individually in a single envelope by June 16, 1990, to: ***Comics Buyer's Guide*** **Fan Awards, 700 E. State St., Iola, Wis. 54990.**

Name _____ **Age** _____ **Male Female** (circle one)

Street or Box _____ **City, State, and ZIP** _____

Please type or print clearly. You need not cut out this page in order to vote! Copies are acceptable and will be counted.


ONCE, A CORPS OF THOUSANDS PATROLLED THE UNIVERSE.
NOW, ONLY THREE REMAIN.
GREEN LANTERN
THEY ARE THE LAST OF A DYING BREED.
NOW, TOGETHER THEY ARE REBUILDING A LEGEND.
GERARD JONES
PAT BRODERICK
BRUCE PATTERSON
BEGINNING IN APRIL
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CSN PREVIEWS

Give & Take
by Cliff Biggers & Brett Brooks

Okay, just the facts: Cliff is the guy in plain type, *Brett is the guy in italics.* Got that straight? Good. Let's move along.

In the seventies, ***Planet of the Apes*** generated virtually no excitement at all; it doesn't look like that will be the case in the nineties, though--because when fans see Adventure Comics' ***Planet of the Apes,*** I have a sneaking suspicion that they're going to be very, very excited.

What makes ***Planet of the Apes*** so different this time around? The story is good--and that's quite different from those earlier ***Planet of the Apes*** tales. ***Planet of the Apes*** has been a "retired concept" sufficiently long enough that it's easy to discern what went wrong with the ***Planet of the Apes*** concept when it made its move to television and comics. Once writer Charles Marshall realized what was wrong with the earlier comics incarnation, he made sure that his version of the series avoided the pitfalls.

Marshall's ***Planet of the Apes*** is brutal and harsh; his vision of the future is much the same as the vision presented in the original film. However, Marshall isn't just retelling the film; instead, he's taking readers generations into the Apes' future, presenting a new cast of characters in a familiar setting.

Kent Burles' artwork is quite strong and sturdy; his figures take on a Kirby-esque appearance on the page. Burles is also paying careful attention to backgrounds, giving readers a variety of views of the Apes' world.

I have to agree with you on several points so far; the story is very crisp and brutal. There are no parts included that are extraneous and Marshall works very hard to give all of the characters a distinctive personality. The art as you have mentioned is highly reminiscent of Kirby's, which I feel fits the style of this book almost perfectly.

Adventure Comics' ***Planet of the Apes*** does for its source material what Dark Horse's ***Aliens*** did for its source material: it takes the concepts further than they might have been carried on the screen, while remaining faithful to the core elements of the

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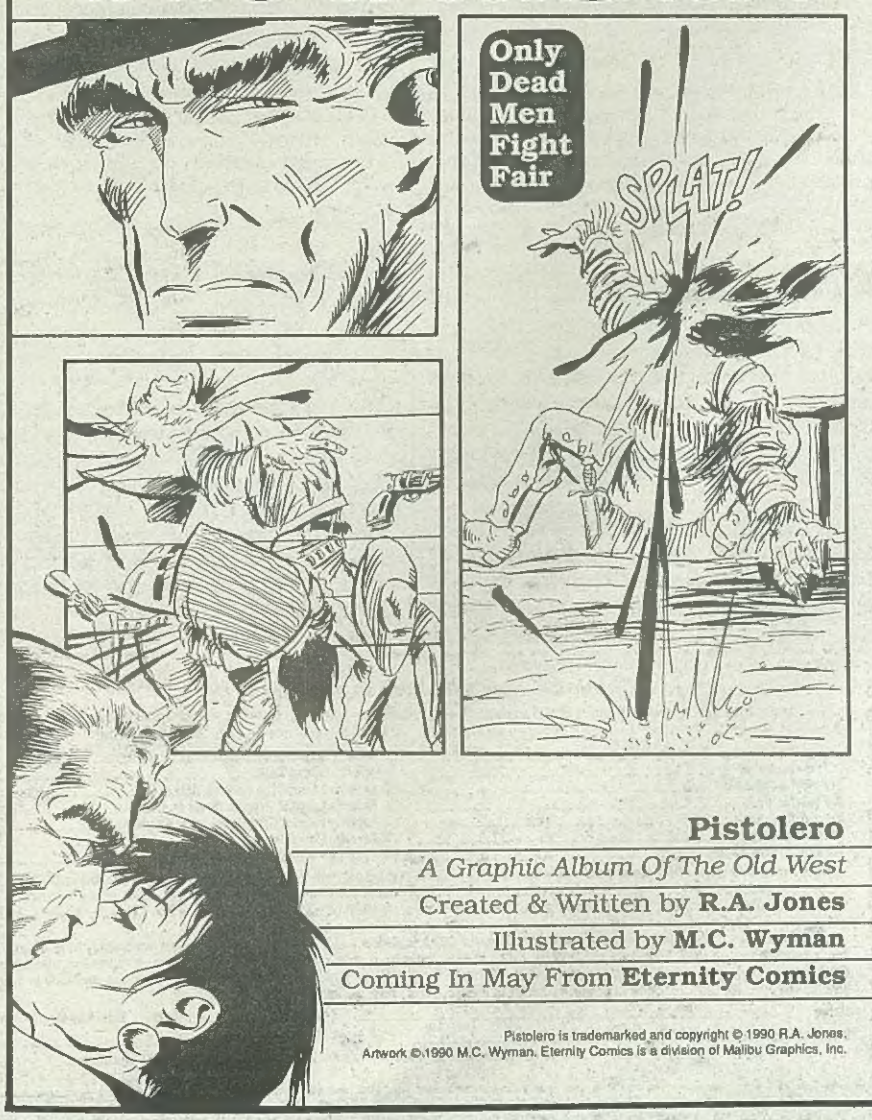
From R.A. Jones, The Creator Of *Scimidar*

PISTOLERO



Pistolero

A Graphic Album Of The Old West

Created & Written by **R.A. Jones**

Illustrated by **M.C. Wyman**

Coming In May From **Eternity Comics**

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& REVIEWS

YOU CAN CALL ME MARVEL BOY!
NOT YET, FRIEND, BUT GIVE ME HALF AN HOUR!
ANYTHIN' YOU SAY. YOU AN AVENGER OR SOMETHIN'?
BETTER NOT LET MYSELF GET TOO COCKY...
Wilderness: Book II
New Warriors

concept. Readers can't reasonably ask for anything more.

I think that the readers are going to be asking for considerably more based on this first issue--more of the same. There is tremendous potential in this book. After all, there is also a planned revival of the movie series in the works. Adventure is looking for a smash success, and ***Planet of the Apes*** *seems primed and ready to deliver it for them.*

And since we're on the subject of film adaptations...

Well, I have to admit that I have always had a great love for the Warner Bros. animated films, specifically those featuring a certain rabbit, so when I heard that Bugs was getting another shot in the comics field I was already happy. But now I'm happier.

The first issue of ***Bugs Bunny*** *is loads of fun. Produced by the team of Joey Cavalieri, Chuck Fiala, and John Costanza, this is Bugs the way I remember him being. Cavalieri goes back to the roots of Bugs and pulls out jokes that old time fans are sure to take notice to, and then goes beyond the past humor and up through to the times of Pee Wee Herman.*

The plot is fairly straight-forward. An ancestor of Elmer Fudd helped to discover Tupperware parties and was given cheap plastic busts of his head by a tribal Shaman that granted great powers, and now everybody wants the busts so they can get the power. Simple, huh?

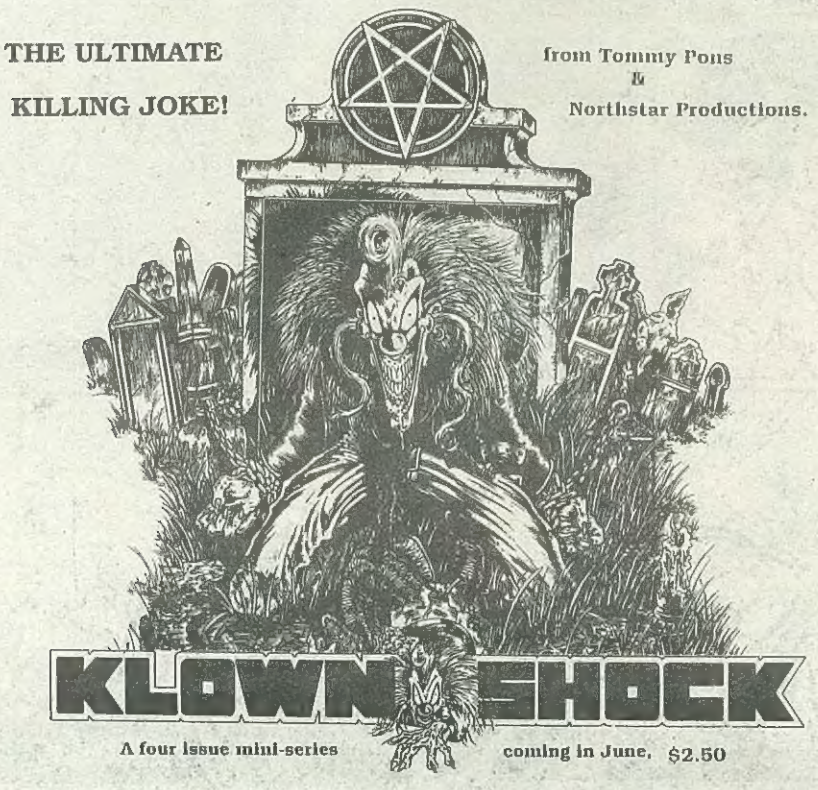
But I think my favorite thing about this book is the art. Chuck Fiala and John Costanza have managed to portray Bugs, Daffy, Elmer, and the rest the way that they are supposed to look. Bugs doesn't look like the comic book version of Bugs that we've seen before, this looks like the animated Bugs. The REAL Bugs. And I for one, am glad that he finally made it to comics.

I wasn't sure if I was going to be very happy with the new Bugs Bunny limited series or not; after all, Bugs hasn't had a great track record in comics. For some reason, the Warner Brothers characters never received the respect that the Disney characters received when it came to comics; prior to this series, every Warner Brothers-inspired comic book series had been pretty tapioca. Thankfully, Cavalieri, Fiala, and Costanza seem to have an abiding appreciation of the source material--and it comes through in their limited series. It may not be as madcap in approach as a Chuck Jones cartoon, but it gets pretty close at times. It's certainly far closer than any other Bugs Bunny comics story I've ever read. I think Warner Brothers cartoon fans are going to be quite impressed with the fidelity of this series to its source material.

I agree, but I think that the series strays a little closer to the works of Bob McKimson than it does to those films by Chuck Jones.

I think that First may have found a ***Classics Illustrated*** that can surpass Bill Sienkiewicz's adaptation of ***Moby Dick*** in its match of visual mood and source material. Mike Ploog's ***Adventures of Tom Sawyer*** is without a doubt the most perfect match of artist and book that ***Classics Illustrated*** has run across so far.

The Adventures of Tom Sawyer is a perfect choice for Ploog's talents; Ploog's ability at depicting character and emotion was one of his strong points when he was actively working in the comics indus-



CSN CHARTS

TOP 50 COMICS

CSN's Top Seller charts are based on figures supplied by the two major distributors, Diamond Distribution and Capital City Distribution, as well as figures by a cross-section of comics speciality shops. The distributor's figures represent retailer orders placed on the titles, while the information from stores represents copies sold.

1. Legends of the Dark Knight 7
2. X-Men 261
3. Amazing Spider-Man 332
4. Batman 447
5. Wolverine 24
6. Ghost Rider 1
7. Detective 614
8. X-Factor 54
9. Punisher 33
10. Punisher War Journal 18
11. Excalibur 22
12. Namor the Sub-Mariner 2
13. What If? 13
14. Aliens II 3
15. Avengers 317
16. Avengers West Coast 58
17. Iron Man 256
18. New Mutants 89
19. Spectacular Spider-Man 164
20. Web of Spider-Man 64
21. Fantastic Four 340
22. Justice League Europe 14
23. Justice League America 38
24. Captain America 370
25. Incredible Hulk 369
26. Green Lantern: Emerald Dawn 6
27. Silver Surfer 37
28. Daredevil 280
29. Marvel Comics 50
30. Marvel Comics 49
31. Suicide Squad 41
32. Saga of the Original Human Torch 2
33. GI Joe 100
34. New Titans 66
35. Adam Strange 1
36. Green Arrow Annual 3
37. Green Arrow 32
38. Thor 417
39. Robocop 3
40. Dark Horse Presents 36
41. Doctor Strange 17
42. Marvel Super-Heroes 1
43. X-Men Classic 47
44. Butcher 1
45. Legion of Super-Heroes 7
46. Superman 43
47. Clive Barker's Hellraiser 2
48. Teenage Mutant Ninja Turtles Movie Adaptation (Standard format)
49. Action 653
50. Adventures of Superman 466

TOP DOLLAR COMICS

The following comics, graphic novels and trade paperbacks were given Top Dollar ratings based on the dollar volume of the copies sold (or are expected to sell) during the late March and April sales period.

1. Legends of the dark Knight 7
2. Ghost Rider 1
3. Wolverine 24
4. Hobbit 2
5. X-Men 261
6. Amazing Spider-Man 332
7. Batman 447
8. Clive Barker's Hellraiser 2
9. Aliens II 3
10. Punisher War Journal 18
11. Excalibur 22
12. Adam Strange 1
13. Detective 614
14. X-Factor 54
15. Punisher 33
16. What If? 13
17. The Ring 3
18. Namor the Sub-Mariner 2
19. Avengers 317
20. Avengers West Coast 58
21. Green Arrow Annual 3
22. Marvel Super-Heroes 1
23. Iron Man 256
24. New Mutants 89
25. Spectacular Spider-Man 164
26. Web of Spider-Man 64
27. Marvel comics 50
28. Marvel Comics 49
29. Fantastic Four 340
30. Justice League Europe 14
31. Justice League America 38
32. Saga of the Original Human Torch 2
33. Captain America 370
34. Tempus Fugitive 1
35. New Titans 66
36. Teenage Mutant Ninja Turtles Movie Adaptation (standard format)
37. Incredible Hulk 369
38. Green Lantern: Emerald Dawn 6
39. GI Joe 100
40. Silver Surfer 37
41. Dark Horse Presents 36
42. Robocop 3
43. Doctor Strange 17
44. Green Arrow 32
45. Daredevil 280
46. Akira 19
47. Legion of Super-Heroes 7
48. Suicide Squad 41
49. Plastic Forks 2
50. Elsewhere Prince 1

TOP 10 BLACK & WHITE COMICS

1. Dark Horse Presents 36
2. Horobi 1
3. Cat & Mouse 1
4. Cerebus 131
5. Crying Freeman 5
6. Baoh 2
7. Adventures of Luther Arkwright 2
8. Cheval Noir 5
9. Dark Horse Presents 37
10. Destroyer 8

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TOP TEN NON-COMICS

The Top Ten Non-Comics is based on number and not dollar value. This category includes graphic novels, hardcovers, trade paperbacks, portfolios, etc. It includes books that actually were on sale during the April sales period.

1. Big Numbers 1
2. Beauty and the Beast: Night of Beauty GN
3. Night of the Weirdos TPB (Calvin & Hobbes)
4. Happy Trails TPB (Bloom County)
5. Spider-Man Vs. Venom TPB
6. Batman Portfolio (George Perez)
7. Daredevil: Marked For Death TPB
8. X-Men: From the Ashes TPB
9. Taboo 3
10. Spider-Man Vs. Venom TPB

CSN PREVIEWS

try. If anything, he's gotten better in his absence. You can't help but marvel at his expert line control-- and the outstanding coloring brings every pen-and-ink line to life.

It is refreshing to see a talent that has been long absent from comics come back and show that, not only hasn't he lost it, he's made it better! Ploog has captured all of the essence of Twain's novel in his adaptation. He has the braggin' rights on the river right now!

Now, if they can only talk Ploog into following this up with ***The Adventures of Huckleberry Finn***, a much stronger Twain novel, I'll truly be happy. As it is, ***The Adventures of Tom Sawyer*** is a title I'm donating copies of to area schools, just to show the potential of the ***Classics Illustrated*** series.

Hopefully, all of the schools will appreciate the effort that has gone into this work, and the respect that the artist has shown for it. Too many people feel that comics have no redeeming values, but works like the Adventures of Tom Sawyer-- yes, even more than my beloved ***Moby Dick*** *(that work is almost too broad in scope to be fully adapted)-- may bring comics out of the hole that they seemingly are in.*

So far we've only talked about comics that are adaptations, I want to talk about something New...

Marvel is smack-dab in the middle of its Heroes For The Nineties campaign, which is proving to be very successful and popular, but they ain't quite done yet.s

They originally were going to call this book "Teen Avengers," but they changed their mind because the title didn't really fit the concept of the book, and so was born ***The New Warriors****! You may remember seeing them in the pages of* ***Thor*** *a few months ago during the Acts of Vengeance tie-in, where the kids got to fight the Juggernaut. You remember-- Namorita, Speedball, Marvel Boy, Nova, Firestar, and Night Thrasher the Skateboarding Wonder! Yeah, them. Well, they got their own book, and y'-know what? This book is fun.*

Fabian Nicieza and Mark Bagley have joined forces to bring us the adventures of a brand new super group that wants to get down and dirty with the crime of the world. This book is different from your average pound-and-stomp monthly title. ***New Warriors*** *is trying to break some new ground in some old ways. Sure, this is a superhero book and that means that there are going to be fist-fights a-plenty, but there are some interesting things going on behind the scenes which tend to make this more interesting. It's a book with a conscience and a sense of humor.*

Oh, I don't think that there are going to be too many comparisons between ***New Warriors*** *and* ***Concrete,*** *but they both try to touch on some of the social issues that are plaguing society today. I also won't expect to see too many* ***Justice League/ New Warrior*** *comparisons, but there is a pleasant, and sometimes hilarious, level of satire at work in* ***New Warriors*** *also.*

The art in the first issue gets an added bonus too- - Al Williamson inks! Williamson is only around for the first two issues before regular inker Larry Malstadt takes over, but for those issues, Al does some beautiful work. That isn't meant to take away from the job that Bagley turns in, because he delivers some real solid art. This art team could be delivering some fan praise in the not too distant future.

The first issue of ***New Warriors*** *is (surprise!) an origin issue. The kids find each other with the help of Night Thrasher and his trainers/confidants just in time to defeat the threat of the reborn Terrax the Tamer (a former herald of Galactus no less!). But all is not well in comic land, for Night Thrasher seems to be keeping a few things secret from his new found team-mates.*

New Warriors *may be the best thing Marvel has brought us thus far with the Heroes for the Nineties. It's fun and action-packed and has some substance to it. Not bad. In fact, it's quite good.*

The reaction I've heard from everyone who has had a chance to read ***New Warriors #1*** is "It's much, much better than I anticipated!" That's very true; I was also more pleased than I expected I would be. I think the problem is that this book can't be capsulized easily; any attempt to offer a one-or-two-sentence synopsis misses some of the book's strengths. ***New Warriors*** is trying to develop a unique flavor that will separate it from the scores of team books (and the handful of teen books) on the comics racks. Nicieza has done a good job in that sense; this book isn't just another substitute-the-heroes team book.

The biggest problem Nicieza and Bagley face is overcoming the lack-of-recognition factor for these characters; if they can keep the next few issues as solid as this premiere, then they should build reader loyalty very quickly.

As for Al Williamson, I agree that he's the best inker that Mark Bagley's ever had. Having had a chance to see Mark's pencils, I know just how dynamic his illustrations can be; Al Williamson seems to be one of those inkers who can bring out all the strengths of the original pencilled material.

Tim Truman has finished ***Wilderness,*** his biography of Simon Girty, and the final installment is set for May release. Since this is really the second half of a complex, richly depicted biography of a colorful

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THE MEN ARE IN POSITION, DENT. WE CAN STORM THE PRISON.
BUT WE MAY BE SACRIFICING THE HOSTAGES...
LOEBS, CINFA & NYBERG
4-16-90
LET'S WASTE THESE SLIMEBALLS NOW!
MEBEE WE C'N USE 'EM T' GET OUT LIKE THE OTHERS!
LOOK! THE BATMAN!
FLEEING GOTHAM PRISON, A SOLITARY TRUCK ROARS TOWARD THE SUBURBS...
ACME MOVERS
4-17-90
WHILE INSIDE...
YOU OKAY, SPUD?
JUS' CAUSE YOU HELPED ME DURING TH' BREAK, OLD MAN, DON'T EXPECT ME T' GROVEL...
LOOK, MILES! IT'S THE BATMAN! HE'LL GET US!
NO. HE WON'T.
DO SOMETHING! HE'S COMIN' RIGHT AT US!
4-18-90
BRRAATT-AATT-AATT
GOT 'IM!
HE'S DEAD.
YEAH, SEEMS LIKE. 'CEPT...
4-19-90
A DUMMY!
IT'S A TRICK!
MILES
NO. IT'S AN OPTION.
THE BAT-MAN!
I THOUGHT I KILLED YOU...
AND THEN WHAT...?
4-20-90
THE POLICE ARE POISED OUTSIDE THE WALLS. IF YOU KILL THE HOSTAGES, NOTHING WILL PROTECT YOU.
IF YOU DON'T BELIEVE ME, SHOOT.
CLUNK!
THE POLICE MUST BEGIN SHOOTING IN A FEW MOMENTS. SURRENDER IS YOUR ONLY...
4-21-90
WUMP!
CHANCE.
CAN YOU KEEP THEM FROM SHOOTING US DOWN LIKE DOGS?
I CAN TRY.
LOEBS, CINFA & NYBERG
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& REVIEWS

and misunderstood historical figure, Tim Truman's writing and pacing is as solid here as it was in the first book.

But the *artwork...*

Timothy Truman has returned to duotone for the first time in years; it's a medium he should make use of more often, because the results are outstanding. Truman referred to the resulting art as having "a more painterly look," but that actually understates the richness that duotone adds to Truman's linework. When Alcatena inked Truman on ***Hawkworld,*** I thought that the resultant art was Truman's best work in his career. Now Tim proves that he can take his art even further on his own.

Even if you don't read ***Wilderness Book Two,*** you should buy the graphic novel for the artwork alone. If you don't read it, though, you're doing yourself a disservice; this is the sort of book that readers will point at years from now when they want to demonstrate just how far an imaginative creator can take the comics medium.

***Wilderness** is getting positive reviews from every front, both within and without the comics field. Tim Truman must be recognized and acknowledged for the contributions that he has made to the comics field with this unique work. It is no less than he deserves.*

You have already talked about the extremely high quality of the art, but you only briefly mentioned the story. If anything, Truman has improved his storytelling ability between installments of **Wilderness.** *Book Two has a much smoother flow than the first. The story reads as well as Cooper's Leatherstocking series does--and indeed, it* **reminded** *me at times of those works. But Wilderness is based much more in fact than Cooper's work was. This is a biography that entertains like fiction, and visually excites the people who had the common sense to pick it up and give it a chance.*

Gone, Gone, Oh Former Book,
And Arise this New One, Take A Look!

Yeah, that's right, this is a review of the first issue of the new **Demon** *series from DC, how did you figure it out?*

Anyway, it is time for the continuing adventures of Jason Blood, a man with a curse placed on him for the rest of eternity. A curse which bares a name- - the Demon, Etrigan. Blood and his evil alter ego have had to endure hardships for hundreds of years, and have weathered them all. Now all we have to do is remember what has happened to him over the past couple of years and we're doing fine.

Alan Grant has taken a task upon himself: Take the convoluted and forgettable events of the Demon's most recent appearances and turn it into a workable and interesting story. So far, he's doing quite well.

The first issue of the new series takes place shortly after the events of the Demon's appearance in **Action Comics Weekly***--but even if you didn't read those stories, don't worry, things are made clear rather quickly in the story.*

Alan Grant is hoping to take Jason Blood and crew on a horrific journey-- which begins, quite literally, in Hell. There, Jason Blood has lost his memory and his way, and the people who are is friends don't have the power to help him; and those with the power don't have the inclination. To make matters worse, a demon named Asteroth has rather grim plans in store for the Demon.

***The Demon** is a book filled with deceit and treachery of the most base manner. Alan Grant doesn't ever want us to forget that Etrigan is a creature of evil with evil ambitions. Etrigan doesn't care for his near-human host--Etrigan cares for Etrigan only.*

The horror of the book is eventually going to work its way out of Hell and onto the streets of Gotham City, where it will remain for some time.

The art on the book is by Val Semeiks and Denis Rodier. They manage to pull in some of the feel of the Kirby version without being derivative. Semeiks reminds me somewhat of Paris Cullins mixed with Todd Smith-- it's an interesting look.

Actually, there are a lot of interesting things about this first issue. **The Demon** *is trying to cover some new ground without razing that which has come before it, which is an admirable task. Alan Grant has done well, and has put one thing about this series in the front of our minds-- don't take Etrigan for Granite.*

The best thing about this ***Demon*** series is that it approaches horror in much more the manner of ***Sandman*** or ***Hellblazer*** than the manner in which Demon has previously been treated. Comics horror has been far too slow in keeping up with the changes in the horror field in the past twenty years; many comic book horror writers produce stories that seem as out of the horror mainstream as Lovecraft-derivative horror stylings are. Thankfully, Grant is aware of what's working in horror today, and he's drawing from that material.

I think longtime ***Demon*** fans will be more pleased with this series than they might have been with the ***Demon*** mini-series from a few years ago; this time, the writer seems to be aware of--and occasionally acknowledge--Kirby's Demon. And as you say, the Semeiks artwork has enough of the Kirby flavor to please Kirby fans without being a slavish imitation-tracing of Kirby's earlier work.

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A TWO-PART BOOKSHELF FORMAT SPECIAL
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CREATED BY BOB KANE
BATMAN
by Loebs, Cinfa & Nyberg
AS TH
I TELL YOU, BRUCE... IT'S UP TO US, THE MONIED CLASS, TO DO SOMETHING ABOUT CRIME!
OHHHH... IT'S TOO LATE AT NIGHT FOR ME TO FOCUS ON SUCH SERIOUS TALK, PETER.
LOOK AT DENT AND THE COMMISH! WONDER WHAT'S UP?
I DOUBT WE POOR, YOUNG MILLIONAIRES WILL EVER KNOW
WELL, I'M FOR BED, GROUP! TRY NOT TO MISS ME TOO MUCH!
HUH! BRUCE HAS ALWAYS BEEN TOO TIRED TO LIVE!
MOST OF THE HIGH-SECURITY FELONS HAVE ESCAPED, COMMISSIONER?
TRUE, BUT THOSE PRISONERS WHO ARE LEFT HAVE CAPTURED SEVERAL GUARDS AND SEIZED WEAPONS
LOEBS, CINFA & NYBERG
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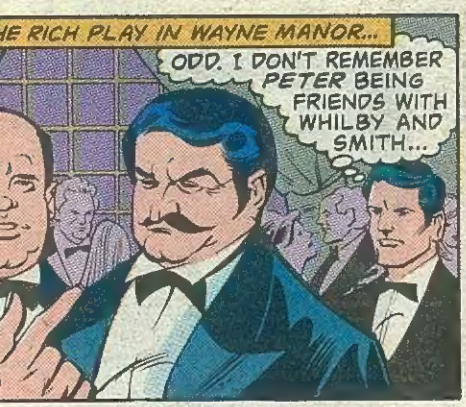

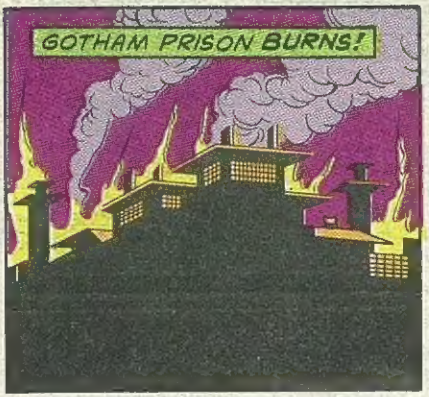

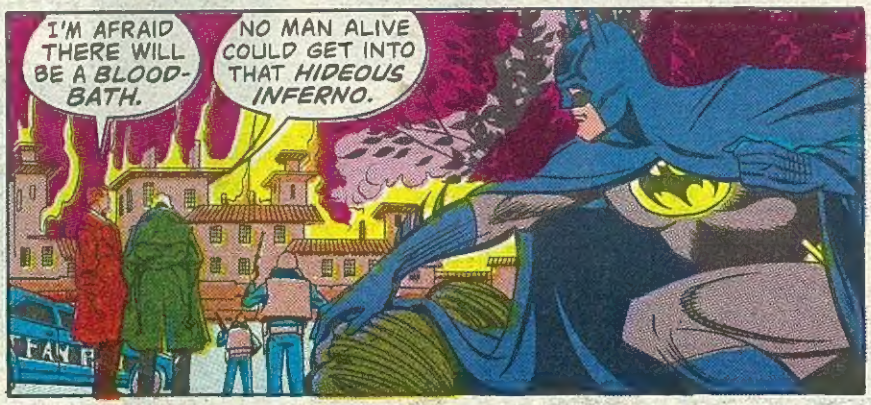

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